IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended)   A rendering system comprising:

    a force modeler for modeling forces that are applied to a glyph in dependence upon a placement of the glyph, and

    a glyph positioner, operably coupled to the force modeler, for selecting a preferred placement of the glyph, based on the forces that are applied to the glyph at the preferred placement, wherein the force modeler determines the forces that are applied to the glyph based on ~~at least~~ one of a force-density model, a spring model~~, and~~ or a gravity well model.

2. (Previously Presented) The rendering system as claimed in claim 1, wherein said rendering system further comprises:

    a glyph scaler for providing the glyph to the glyph positioner, based on a glyph description.

3. (Previously Presented) The rendering system as claimed in claim 1, wherein said rendering system further comprises:

    at least one of a display device and a print device for rendering the glyph at the preferred placement.

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4. (Previously Presented) The rendering system as claimed in
claim 1, wherein:

       the force modeler determines the forces that are applied
to the glyph based upon an amount of coverage of a set of pixels of
5 an array of pixels.

5. (Previously Presented) The rendering system as claimed in
claim 4, wherein:

       the set of pixels comprises pixels that are partially
covered by the glyph.

6. (Previously Presented) The rendering system as claimed in
claim 4, wherein:

       the force modeler further determines the forces that are
applied to the glyph based on a preferred spacing of the glyph
5 relative to an adjacent glyph.

7. (Previously Presented) The rendering system as claimed in
claim 1, wherein:

       the force modeler further determines the forces that are
applied to the glyph based on a preferred spacing of the glyph
5 relative to an adjacent glyph.

8. (Cancelled).

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9.   (Previously Presented)   The rendering system as claimed in claim 1, wherein:

the force modeler further determines the forces that are applied to the glyph, based on a coverage of one or more pixels by
5   the glyph, so as to effect a change of the coverage of the one or more pixels by the glyph.

10.   (Currently Amended)   A method of rendering a glyph to an array of pixels, the method comprising the steps of:

modeling forces that are applied to the glyph in dependence upon a placement of the glyph; and
5   selecting a preferred placement of the glyph, based on the forces that are applied to the glyph at the preferred placement, wherein the modeling step determines the forces that are applied to the glyph based on at least one of a force-density model, a spring model, and or a gravity well model.

11.   (Previously Presented) The method as claimed in claim 10, wherein said method further comprises the step of:

scaling the glyph, based on a description of the glyph.

12.   (Previously Presented) The method as claimed in claim 10, wherein said method further comprises the step of:

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rendering the glyph at the preferred placement on at least one of: a display device and a printer device.

13.   (Previously Presented) The method as claimed in claim 10, wherein:

said modeling step determines the forces that are applied to the glyph based upon an amount of coverage of a set of pixels of
5   the array of pixels.

14.   (Previously Presented) The method as claimed in claim 13, wherein:

the set of pixels comprises pixels that are partially covered by the glyph.

15.   (Previously Presented) The method as claimed in claim 13, wherein:

said modeling step further determines the forces that are applied to the glyph based on a preferred spacing of the glyph
5   relative to an adjacent glyph.

16.   (Previously Presented) The method as claimed in claim 10, wherein:

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said modeling step determines the forces that are applied

to the glyph based on a preferred spacing of the glyph relative to

5   an adjacent glyph.

17.   (Cancelled).

18.   (Previously Presented) The method as claimed in claim 10,

wherein:

said modeling step determines the forces that are applied

to the glyph based on a coverage of one or more pixels by the

5   glyph, so as to effect a change of the coverage of the one or more

pixels by the glyph.

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